Project Updates (and some game design tips)

Brrr-cky B : admin

Hellooo everyone!!

(I reaaallllyyy wanted to post this yesterday, but with the sudden downtime I discovered I couldn't! So I'm posting it now. Yay!)

I'm going to be posting screenshots, gifs, and other fun tidbits from our new project in this here thread. I know some of you might be interested in game design, so I'll also post some details about our process.

Please note that everything I'm going to post is very much a work-in-progress. That means stuff is **not** in it's final form and may look different when we launch.

The brainstorming phase
-brainstorm a theme that we like to make the whole world have a sense of consistency and depth
-we researched a ton of real life examples to draw from, like funky playgrounds, interesting geometric shapes, and cool architecture
-illustrate examples of common objects, like chairs, benches, lightposts, houses, etc that fit the theme
-bring the illustrations to a big meeting with the team, discuss what we like and don't like about them
-repeat this process a bunch of times until we settle on designs we like and solidify the theme we're going for

The 2D illustration phase
-illustrate locations, such as a shop, a library, or a town, using the style and designs we'd brainstormed
-bring them to a meeting and have a discussion about it, decide what we like and don't like
-repeat THAT a bunch of times

The 3D modeling phase
-3D model the locations we're happy about
-Have a meeting and decide if we like how the 2D illustration translated into a 3D model, because often it will look different than we imagined once it's in full 3D
-Repeat that and tweak areas that we aren't happy with

The coloring phase
-Way back in the brainstorming phase we came up with a color palette we liked, so we now take the 3D models and color them using that palette
-What a surprise: have *another* meeting showing off examples of the colored models and decide if the colors work or not, we color each model in a variety of ways so we can decide what we like best

That's a bit about our design process!

-Becky B

70

Wings of Fire Book #12: The Hive Queen....it's out now!!

WoFMB: wingsoffire.scholastic.com/forums/topics/344922

SAMB: spiritanimals.scholastic.com/forums/topics/344060

39 Clues: doublecross.scholastic.com/forums/topics/344061

Project Updates (and some game design tips)

adventureclaws329

FIRST!!

0

《fallon》
She/Her/Christian
Mod for CC
Sept 2018 ~ March 2019 = 6342★s

Pet ➵ Alpha
➵ Four Bros
BF ➵ Galaxian
➵ Eleven Sisters
Triplets ➵ Wizard & Pluto

*"We are the **many** leaves that connect to the **one** tree."*

Project Updates (and some game design tips)

icytea54

Oh wow, am I actually second?

0

Jarasmine
Flipside of **Turquoise**

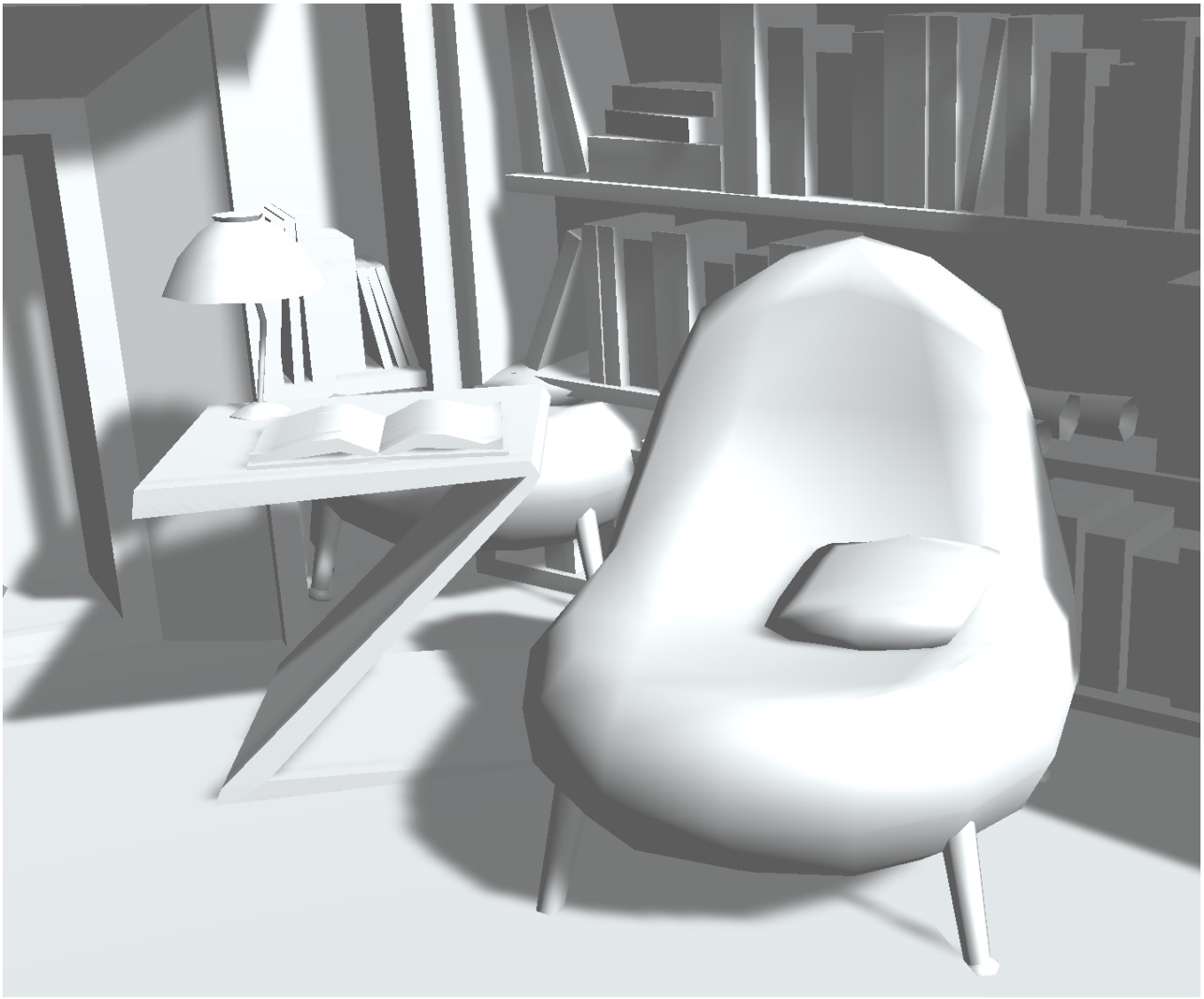
Eater of **Pie**
Drinker of **Tea**
Lover if **DRAGONS**
Featuring a **colour** theme!
(*•ω•)ﾉ

Project Updates (and some game design tips)

Brrr-cky B : admin

This is an example of a 3D modeled room pre-color. We're currently working on coming up what exactly we like this room to look like colored.

If you play games (like most of us do here on the team), you're often so used to playing the finished product it can be pretty surreal to walk around a completely greyscale and unfinished game world.



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Project Updates (and some game design tips)

forestllama31

Cool!

1

FOREST

OH PLEASE
I BET EVERYBODY ELSE HERE
IS FAKE HAPPY TOO

HAIL KEVIN

Project Updates (and some game design tips)

adventureclaws329

I like the design and layout.

0

fallon
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*"We are the **many** leaves that connect to the **one** tree."*

Project Updates (and some game design tips)

wolffighting2768

Me right now:

GET HYPEDDDDDDDDDDdddd

1

{Zane}

/354852

REMEMBER THE ONES WHO COULDN'T MAKE IT

"Dawn of a New day: 72 hours remaining." Legend of Zelda: Majora's mask.

Project Updates (and some game design tips)

dawnhaze118

Eeee

Project Updates (and some game design tips)

autumnsunset52

Very excited for whats' to come! Looks great so far!

0

SNAPPLE

the risk i took was calculated,
but man,
am i bad at math

WoF Naming List: /347880

Project Updates (and some game design tips)

nightseeker12

aw man, no posting? hold up, I posted on fairy's homethread not 15 mins ago, what's going on?

0

night
the last corn has been cut,
the last tracks torn up,
but beyond the peaks standing tall
lies fields extending to the shore
and soon we will push through the rainfall
and fill our new home with the dragon's roar

Project Updates (and some game design tips)

icytea54

Also, I love game design, I bet this'll be amazing!

0

Jarasmine
Flipside of **Turquoise**
Eater of **Pie**
Drinker of **Tea**
Lover if **DRAGONS**
Featuring a **colour** theme!
(*•ω•)ﾉ

Project Updates (and some game design tips)

bearsong59

Bookmark!

0

Falcon
↠She/Her↞
↠Proud Latter-Day Saint↞
↠Let This Promise In Me Start↞
↠Like An Anthem In My Heart↞
↠From Now On↞

Project Updates (and some game design tips)

butterflydragon1265

Bookmark

0

Real name: Cora
nickname: hope

94% of people think wolves are evil creatures. Copy and paste to your signature if you're the 6% who think they are kind and lovable.

Project Updates (and some game design tips)

crazyangel178

aAaAAAAAAAaaAAAaA hEcK yEs

0

~G ✧l ✧e ✧a ✧m~

She/Her/Spiky Potato

☾ Flipside: Luna ☽

"Don't tell me the sky's the limit when there are footprints on the moon."
~Paul Brandt

→ForumFam: Uxii, Eliza, Rune
→In way too many roleplays

We will fight for our forums.
And we will win!

Project Updates (and some game design tips)

tornadofangs60

*"If you play **games**..."*

WAIT, THIS IS GOING TO BE A GAME?!?!?!?

5

Boop
She/Her/They/Them
"Before you judge a man, walk a mile in his shoes.
After that who cares?
He's a mile away and you've got his shoes!" — Billy Connolly
LGBTQ+

Project Updates (and some game design tips)

stormfrost112

Bookmark!

0

~LenienLavender~
~EST 10/10/2015-3/29/2019~
"Goodbyes are not forever,
are not the end;
it simply means I'll miss you
until we meet again."

Project Updates (and some game design tips)

dragonviolet155

What!!! This sounds so cool!

4

||Ya Boi Gr8ness||
she/her
"I used to think I was indesicive, now i'm not sure."
"***Don't*** *give up* on your **dreams**. ***Keep sleeping***."
izuku midoriya

Project Updates (and some game design tips)

topazdragon945

.0.

1

~*Topaz*

a.k.a. Panic! At the Everywhere

Detroit: Become Human
Gravity Falls
Steven Universe
Imagine Dragons

"Life **is not the** `things` **that we do, it's** who **we're doing them** `with.`"

`Est. 7/15/2016`

Project Updates (and some game design tips)

autumndreamtime93

thine excitement

2

★**Andromeda**★

☆Blobfish and Plants Society☆

»Snazziest Nerd on the Block«

My world's on fire
how 'bout yours?

`July 10, 2016 - March 29, 2019`

Project Updates (and some game design tips)

dragonbutterfly954

Oooooh, I like the way it looks!

0

Not my real name, but call me
Sparky!
"No matter what happens, there's always something good, because hope never dies!" ~ Sparky
A good quote from Vamporizer:
"WHEN LIFE PUSHES YOU BACK, PUNCH IT IN THE FACE."

Forum Twin: Wolfdragon43782 {Alphawolf}

Project Updates (and some game design tips)

moonsteel33

THERE IS NO BREATH IN MY LUNGS
I DON'T KNOW WHAT'S HAPPENING BUT I LIKE IT

7

Sanetra

11562+ stars - Apr 2017 - Mar 2019

Life is the greatest gift. You've all helped shape mine. I can never thank you all enough. It's been so good.

Amigos
*eureka*DarkseaBearBlackberryVertigoLector*Gulfy*Caleo*Zodiak*TS
...I'm with you to the end

Project Updates (and some game design tips)

catink63

as soon as I saw this thread

I...

WOW THIS CAN'T BE HAPPENING

YESSSSS SPOILERZ

3

grendel
(mostly inactive until the forums get moved to home base)
(plato was a great philosopher. he said that we should be kind to everyone, because everyone is fighting a difficult battle.)

Project Updates (and some game design tips)

readingdragon343

Owo

0

Call me...*~*Reading*~*
Friendly Neighborhood Fangirl
Fanwing
Gryffindor
Bookworm
Jedi
Christan
I'm really going to miss the forums. I love all of you! Please find me on homebase! My user is the same!

Project Updates (and some game design tips)

rainwings289

Wow that looks awesome!

0

Call me < Andalite >
Proud Christian!
#RavenclawPride
#IDoNotSupportSame-GenderShipping
I am a girl
Fluent in sarcasm ~ My T-Shirt

Project Updates (and some game design tips)

wolfdragon43782

Game? As in, a *WoF game?* YAAASSS!!!! VICTORY HOWL!
Everyone: Oh nuu

AAAAWWWWOOO

2

night

the last corn has been cut,
the last tracks torn up,
but beyond the peaks standing tall
lies fields extending to the shore
and soon we will push through the rainfall
and fill our new home with the dragon's roar

Project Updates (and some game design tips)

fanwings38

Well, I'm used to Fortnite and that's technically in Beta/Early Access.

1

«ƑЯƐƐ∂σM™»»

Est. 1.13.18
Mod Eerf ©2018
KING O' LENNIES!
{he/him/fan-sea-nightwing/giant mountain/etc.}
2400+ ☆
#Myhomethreadisat/336075
#TexasStrong
#DistrictSpellingBee 2/6/19

Project Updates (and some game design tips)

twilightdragon1936

this are some saucy updates

4

V E L L I C H O R
he/xe/they

colourblind~system~anxious

~fire dances in the moonlight~

but what does the science say?

"It's been 3 hours
and we still don't know who's fronting"

being redesigned

Project Updates (and some game design tips)

crazyangel178

joins in Alphawolf's victory howl

aWoOoOoOoOoOoO

1

~G✧l✧e✧a✧m~
She/Her/Spiky Potato

☾ Flipside: Luna ☽

"Don't tell me the sky's the limit when there are footprints on the moon."
~Paul Brandt

↠ForumFam: Uxii, Eliza, Rune
↠In way too many roleplays

We will fight for our forums.
And we will win!

Project Updates (and some game design tips)

hawkdragon1763

Just going to say that it's probably not a WOF game, I'm absolutely stumped about what it could be. I only know one thing for sure, I have a good feeling about this.

1

Call me **"Hawk"**
I'm am not Hawk soom wood sai I'm am da Raverze! +I'm Indigo Pizza!!!+

"Letting go is like getting a massage. You'll feel pain, but once you accept that pain, there will be calm." - Hawk. Me.

Project Updates (and some game design tips)

dragonmind254

AW YIS AW YIS AW YIS

WE GOT SOME BEHIND-THE-SCENES GAME INFOOOO

rocks excitedly in the corner, imagining what Shion should look like when the avatars are released

YAAAAAAAAAAAAAAAAAA

#BECKY-IS-BEST-MOD

2

☆ Shion ☆

she/her/pinkiebi
#PRIDE
~~Gone~~ *Animatin'*
I love y'all
Ayyyy, I'm back, Forumsville!
Please . . . before we go, read /356112.

Project Updates (and some game design tips)

Brrr-cky B : admin

Your excitement about this made our day today ^_^ I'll post something new tomorrow!

9

Wings of Fire Book #12: The Hive Queen....it's out now!!

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Project Updates (and some game design tips)

angeldragon10780

Heck yes. Thank you so much Becky. It's nice being involved instead of being left in the dark.

4

N ~~O~~ *V* **A**

We're all just puppets
Tangled in the strings of society

Look around
Don't you see
We're controlled
By society

Project Updates (and some game design tips)

phoenixsoul160

YESYESYESYESYESYESYES

This is going to be so awesome!!!

1

[/Astra|Evergreen\]

Joined **10/26/18**
706 stars
Gone **3/2019**

[/You never really leave the place you love. You take a part of it with you and leave a part of you \]

[/We must accept the end of something in order to start building something new\]

Project Updates (and some game design tips)

Brrr-cky B : admin

Up here we've got a book in a tree! This is a location you'll actually be able to reach. We went through a few different iterations of what the "tree platform" where people could hang out would look like and finally settled on a giant book nestled in the leaves.

How we organized the layout of the world was a pretty fun process. We ended up making it physically using paper. I'll have to post a photo of that next week!

16

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Project Updates (and some game design tips)

adventureclaws329

Interesting.... It definitely has to be pretty big to hold *all* of us XD

2

⟪ fallon ⟫
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Brrr-cky B : admin

I also am curious what you all think this is since I'm posting some pretty context-less images right now xD

And @Fallon don't worry - the world is a lot bigger than the book! That's just one spot in a bigger space.

10

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Project Updates (and some game design tips)

wolffighting2768

Doge: Such excited, very cool

1

{Zane}

/354852

REMEMBER THE ONES WHO COULDN'T MAKE IT

"Dawn of a New day: 72 hours remaining." Legend of Zelda: Majora's mask.

Project Updates (and some game design tips)

crowsoul50

I'm guessing it's like a club penguin type thing

1

ISHMAEL

August 2017 — March 2019

13,035 stars uwu

When it's time for you to venture out, don't let fear have you looking back at what you're leaving behind.

Project Updates (and some game design tips)

nightseeker12